

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1 1. (Currently Amended) A method for manipulating a window within a
2 three-dimensional (3D) display model, comprising:
3 displaying a view into the 3D display model through a two-dimensional
4 (2D) display;
5 receiving a command to manipulate the window within the 3D display
6 model, wherein the window provides a 2D user interface for a 2D application;
7 in response to the command, manipulating the window within the 3D
8 display model so that the manipulation is visible within the 2D display; and
9 ~~wherein manipulating the window involves rotating the window around at~~
10 ~~least one of a horizontal or vertical axis so that the window's contents remain~~
11 ~~visible while the window occupies less space~~
12 wherein manipulating the window involves rotating the window within the
13 3D display model around a viewpoint or around another point within the 3D
14 display model.

15

1 2. (Original) The method of claim 1, wherein if the command moves the
2 window in close proximity to an edge of the 2D display, the method further
3 comprises tilting the window so that the window appears at an oblique angle in
4 the 2D display, whereby the contents of the window remain visible, while the

5 window occupies less space in the 2D display and is less likely to overlap other
6 windows.

1 3. (Original) The method of claim 2, wherein if the window is selected,
2 the method further comprises untilting the window so that the window is parallel
3 with the 2D display.

1 4 (Canceled).

1 5. (Previously Presented) The method of claim 38, wherein the
2 information associated with the 2D application includes at least one of:
3 application version information;
4 application settings;
5 application parameters;
6 application properties; and
7 notes associated with a file or a web page that is displayed in the window.

1 6. (Previously Presented) The method of claim 38, wherein the backside of
2 the window includes the ability to accept user input, including change settings,
3 parameters, properties and/or notes.

1 7. (Original) The method of claim 1, wherein if the command is to
2 minimize the window, manipulating the window involves:
3 tilting the window so that a spine located on a side edge of the window is
4 visible and the contents of the window remains visible, wherein the spine contains
5 identification information for the window; and
6 moving the minimized window to an edge of the 2D display;

7 wherein the operations of turning and moving the window are animated as
8 a continuous motion.

1 8. (Original) The method of claim 1, further comprising:
2 receiving a predefined gesture through a pointing device, and
3 in response to the predefined gesture, minimizing a top-level window in
4 the 2D display, whereby repeating the predefined gesture causes subsequent top-
5 level windows to be minimized.

1 9. (Original) The method of claim 8, wherein upon receiving a window
2 restoration command, the method further comprises restoring minimized windows
3 to their expanded state.

1 10. (Original) The method of claim 1, wherein if the command is entered
2 through a pointing device and the command throws the window by moving the
3 window quickly and releasing it, the method further comprises throwing the
4 window by moving the window in a continuous animated motion.

1 11. (Previously Presented) The method of claim 10, wherein throwing the
2 window involves at least one of:
3 locating the window farther from the viewpoint;
4 scaling down the size of the window;
5 iconizing the window; and
6 deleting the window.

1 12. (Original) The method of claim 1, wherein receiving the command
2 involves:

3 rotating the window so that window controls on the edge of the window
4 become visible in response to a cursor moving close to an edge of a window;
5 receiving the command through a window control; and
6 rotating the window back to its original orientation.

1 13. (Currently Amended) A computer-readable storage medium storing
2 instructions that when executed by a computer cause the computer to perform a
3 method for manipulating a window within a three-dimensional (3D) display
4 model, the method comprising:
5 displaying a view into the 3D display model through a two-dimensional
6 (2D) display;
7 receiving a command to manipulate the window within the 3D display
8 model, wherein the window provides a 2D user interface for a 2D application;
9 in response to the command, manipulating the window within the 3D
10 display model so that the manipulation is visible within the 2D display; and
11 ~~wherein manipulating the window involves rotating the window around at~~
12 ~~least one of a horizontal or vertical axis so that the window's contents remain~~
13 ~~visible while the window occupies less space~~
14 wherein manipulating the window involves rotating the window within
15 the 3D display model around a viewpoint or around another point within the 3D
16 display model.

1 14. (Original) The computer-readable storage medium of claim 13,
2 wherein if the command moves the window in close proximity to an edge of the
3 2D display, the method further comprises tilting the window so that the window
4 appears at an oblique angle in the 2D display, whereby the contents of the
5 window remain visible, while the window occupies less space in the 2D display
6 and is less likely to overlap other windows.

1 15. (Original) The computer-readable storage medium of claim 14,
2 wherein if the window is selected, the method further comprises untilting the
3 window so that the window is parallel with the 2D display.

1 16 (Canceled).

1 17. (Previously Presented) The computer-readable storage medium of
2 claim 39, wherein the information associated with the 2D application includes at
3 least one of:

4 application version information;
5 application settings;
6 application parameters;
7 application properties; and
8 notes associated with a file or a web page that is displayed in the window.

1 18. (Previously Presented) The computer-readable storage medium of
2 claim 39, wherein the backside of the window includes the ability to accept user
3 input, including change settings, parameters, properties and/or notes.

1 19. (Original) The computer-readable storage medium of claim 13,
2 wherein if the command is to minimize the window, manipulating the window
3 involves:
4 tilting the window so that a spine located on a side edge of the window is
5 visible and the contents of the window remains visible, wherein the spine contains
6 identification information for the window; and
7 moving the minimized window to an edge of the 2D display;
8 wherein the operations of turning and moving the window are animated as
9 a continuous motion.

1 20. (Original) The computer-readable storage medium of claim 13,
2 wherein the method further comprises:
3 receiving a predefined gesture through a pointing device, and
4 in response to the predefined gesture, minimizing a top-level window in
5 the 2D display, whereby repeating the predefined gesture causes subsequent top-
6 level windows to be minimized.

1 21. (Original) The computer-readable storage medium of claim 20,
2 wherein upon receiving a window restoration command, the method further
3 comprises restoring minimized windows to their expanded state.

1 22. (Original) The computer-readable storage medium of claim 13,
2 wherein if the command is entered through a pointing device and the command
3 throws the window by moving the window quickly and releasing it, the method
4 further comprises throwing the window by moving the window in a continuous
5 animated motion.

1 23. (Previously Presented) The computer-readable storage medium of
2 claim 22, wherein throwing the window involves at least one of:
3 locating the window farther from the viewpoint;
4 scaling down the size of the window;
5 iconizing the window; and
6 deleting the window.

1 24. (Original) The computer-readable storage medium of claim 13,
2 wherein receiving the command involves:
3 rotating the window so that window controls on the edge of the window
4 become visible in response to a cursor moving close to an edge of a window;

5 receiving the command through a window control; and
6 rotating the window back to its original orientation.

1 25. (Currently Amended) An apparatus that manipulates a window within
2 a three-dimensional (3D) display model, comprising:
3 a two-dimensional (2D) display configured to display a view into the 3D
4 display model;
5 a window manipulation mechanism configured to receive a command to
6 manipulate the window within the 3D display model, wherein the window
7 provides a 2D user interface for a 2D application;
8 wherein in response to the command, the window manipulation
9 mechanism is configured to manipulate the window within the 3D display model
10 so that the manipulation is visible within the 2D display; and
11 ~~wherein when manipulating the window, the window manipulation~~
12 ~~mechanism is configured to rotate the window around at least one of a horizontal~~
13 ~~or vertical axis so that the window's contents remain visible while the window~~
14 ~~occupies less space~~
15 wherein manipulating the window involves rotating the window within the
16 3D display model around a viewpoint or around another point within the 3D
17 display model.

1 26. (Original) The apparatus of claim 25, wherein if the command moves
2 the window in close proximity to an edge of the 2D display, the window
3 manipulation mechanism is configured to tilt the window so that the window
4 appears at an oblique angle in the 2D display, whereby the contents of the
5 window remain visible, while the window occupies less space in the 2D display
6 and is less likely to overlap other windows.

1 27. (Original) The apparatus of claim 26, wherein if the window is
2 selected, the window manipulation mechanism is configured to untilt the window
3 so that the window is parallel with the 2D display.

1 28 (Canceled).

1 29. (Previously Presented) The apparatus of claim 40, wherein the
2 information associated with the 2D application includes at least one of:
3 application version information;
4 application settings;
5 application parameters;
6 application properties; and
7 notes associated with a file or a web page that is displayed in the window.

1 30. (Previously Presented) The apparatus of claim 40, wherein the
2 backside of the window includes the ability to accept user input, including change
3 settings, parameters, properties and/or notes.

1 31. (Original) The apparatus of claim 25, wherein if the command is to
2 minimize the window, the window manipulation mechanism is configured to:
3 tilt the window so that a spine located on a side edge of the window is
4 visible and the contents of the window remains visible, wherein the spine contains
5 identification information for the window; and to
6 move the minimized window to an edge of the 2D display;
7 wherein the operations of turning and moving the window are animated as
8 a continuous motion.

1 32. (Original) The apparatus of claim 25, wherein the window
2 manipulation mechanism is additionally configured to:
3 receive a predefined gesture through a pointing device, and
4 in response to the predefined gesture, to minimize a top-level window in
5 the 2D display, whereby repeating the predefined gesture causes subsequent top-
6 level windows to be minimized.

1 33. (Original) The apparatus of claim 32, wherein upon receiving a
2 window restoration command, the window manipulation mechanism is configured
3 to restore minimized windows to their expanded state.

1 34. (Original) The apparatus of claim 25, wherein if the command is
2 entered through a pointing device and the command throws the window by
3 moving the window quickly and releasing it, the window manipulation
4 mechanism is configured to throw the window by moving the window in a
5 continuous animated motion.

1 35. (Previously Presented) The apparatus of claim 34, wherein throwing
2 the window involves at least one of:
3 locating the window farther from the viewpoint;
4 scaling down the size of the window;
5 iconizing the window; and
6 deleting the window.

1 36. (Original) The apparatus of claim 25, wherein while receiving the
2 command, the window manipulation mechanism is configured to:
3 rotate the window so that window controls on the edge of the window
4 become visible in response to a cursor moving close to an edge of a window;

5 receive the command through a window control; and to
6 rotate the window back to its original orientation.

1 37. (Currently Amended) A means for manipulating a window within a
2 three-dimensional (3D) display model, comprising:

3 a two-dimensional (2D) display means for displaying a view into the 3D
4 display model;

5 a window manipulation means configured to receive a command to
6 manipulate the window within the 3D display model, wherein the window
7 provides a 2D user interface for a 2D application;

8 wherein in response to the command, the window manipulation means
9 manipulates the window within the 3D display model so that the manipulation is
10 visible within the 2D display; and

11 ~~wherein when manipulating the window, the window manipulation means~~
12 ~~rotates the window around at least one of a horizontal or vertical axis so that the~~
13 ~~window's contents remain visible while the window occupies less space~~

14 wherein manipulating the window involves rotating the window within the
15 3D display model around a viewpoint or around another point within the 3D
16 display model.

1 38. (Previously Presented) The method of claim 1, wherein if the
2 command rotates the window so that the backside of the window is visible, the
3 method further comprises displaying information associated with the 2D
4 application on the backside of the window.

1 39. (Previously Presented) The computer-readable storage medium of
2 claim 13, wherein if the command rotates the window so that the backside of the

3 window is visible, the method further comprises displaying information
4 associated with the 2D application on the backside of the window.

1 40. (Previously Presented) The apparatus of claim 25, wherein if the
2 command rotates the window so that the backside of the window is visible, the
3 method further comprises displaying information associated with the 2D
4 application on the backside of the window.